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45

CLONE TURBO TANK

Ten-wheeled titan of the battlefield

Gunship fluttercraft

Wookiee warrior

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STAR WARS

"AND NOW DESTROY THE DROID ARMIES ON KASHYYYK, I WILL."

MASTER YODA

Huge, cumbersome, heavily armed and armoured, the HAVw A6 Juggernaut clone turbo tank was one of the most enormous military vehicles fielded by the Republic during the Clone Wars. Despite being so ungainly, the success of the A6 was to influence future weapons – particularly the Imperial AT-AT walker.

THE HAVW A6 JUGGERNAUT

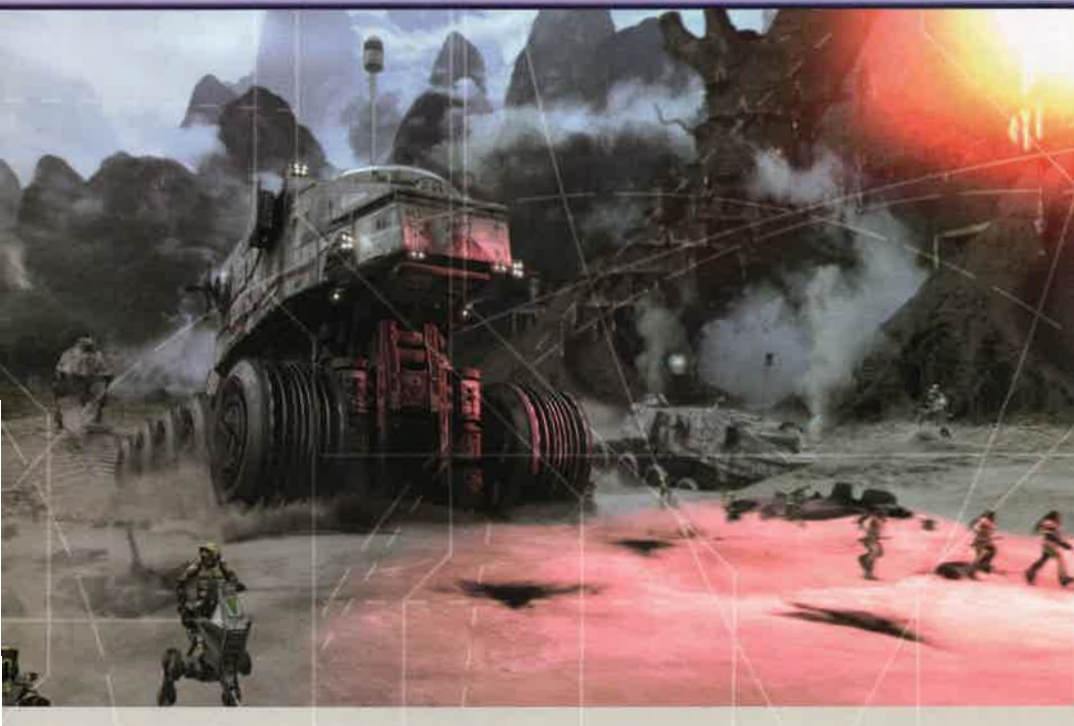
RAW STRENGTH

Variously called the 'clone turbo tank' or the 'rolling slab', the A6 Juggernaut was a literally huge step up from its smaller predecessor. While the A5 was simply an armoured transport, the A6 was a mobile weapons platform capable of dealing major damage.

Built by Kuat Drive Yards (KDY), the A6 was a scaled-up version of an already monstrous vehicle – KDY's earlier A5. The new model solved few of the design problems of the older tank but proved to be far more successful as a combat vehicle.

Predecessor

The A5 Juggernaut was a 22m long, 15m high slab of rolling armour and weapons, capable of operating extremely well in an urban environment. It could carry 50 troops, complete with equipment, including speeder bikes or small repulsorlift light support vehicles. Though fast on flat, solid terrain, the A5 was so difficult to turn that it had twin cockpits, located front and rear. It was also not great on unstable or soft terrain, as the weight of the vehicle, and the unusual slatted tires, meant it tended to bog down. For the most part, the A5 was used as a troop transport, rather than as a dedicated combat vehicle. Its armour was too



light and its weapons not quite powerful enough. However, the weapons systems, operated by six gunners, were sufficient to provide excellent covering fire for troops disembarking the vehicle.

Fighting Force

At just under 50m long, 20m wide and a little over 30m high, the A6 Juggernaut was much more than just the A5 doubled. It carried eight gunners, and the weapons they operated were a significant step up from the A5. It was Kuat Drive Yards' boast that the A6 could deliver a pinpoint attack to a small area that, against an unshielded foe, would inflict heat damage equivalent to a small tactical nuclear device. Coupled with the heavy armour, the weapons upgrades allowed the A6 to participate fully and effectively in ground battles, as well as delivering between 50 and 300 troops to the combat zone, depending on the configuration of the interior.

A True Juggernaut

The A5 could reach 200km/h, but the A6 could only manage around 160km/h on ideal terrain. This was because the A6 was fitted with very thick thermal superconducting armour plating, which absorbed and spread the effects of enemy weapons fire. At twice the length of the A5, the new Juggernaut had an even larger turning circle, meaning the vehicle relied more on the dual-cockpit configuration. The dozen-strong crew had to operate in close harmony to avoid the control issues often faced by less experienced A5 pilots. Eventually, computerised control systems allowed the crew to be cut down from 12 to just two drivers, one at each end of the tank.

BATTLE AT KACHIRHO

BLOOD ON THE BEACH

The A6 Juggernaut was to be sorely tested during the Battle of Kashyyyk, one of the last battles of the Clone Wars. Its superior firepower and armour were to prove vital during the desperate fighting at the Wawaatt Archipelago.

At the Battle of Kashyyyk, Master Yoda held back a number of HAVw A6 Juggernauts, waiting for the Separatist forces to fully commit the majority of their heavy units to the fighting. When a flight of Heavy Missile Platforms zeroed in on the beach in front of the sea wall at Wawaatt, offering devastating support to the DSD1 dwarf spider droids and the NR-N99 tank droids, Yoda ordered the A6s to go in. Powering across the heavy sand, their 10 wheels churning up the ground, the Juggernauts' gunners made free use of the weapons at their command.

Fire Fight

The A6s were well armed to deal with the droid infantry, with two medium anti-personnel laser cannon putting down withering fire alongside the two twin blaster cannon. The tank droids were

"Then now the time is, Commander."
Master Yoda

smashed apart by the rapid-repeating heavy laser cannon set on the rear and the heavy laser turret that commanded an excellent view from the top of the middle of the vehicle. The missiles mounted in the launchers on either side of the A6s went to work on the CIS Heavy Missile Platforms, blasting them from the sky. Grenades fired from the same launchers helped to stagger the advancing droid forces. The Juggernauts were given significant heavy support from lumbering three-legged AT-APs and the more nimble AT-RTs. These latter units were ideal for keeping infantry away from the legs of the AT-APs and to stop them planting mines in front of advancing Juggernauts. The A6s provided additional support on the battlefield for wounded troops, evacuating them and providing initial diagnostic and treatment for the injured, thanks to their onboard 2-1B medical droids.

CLONE COMMANDER GREE

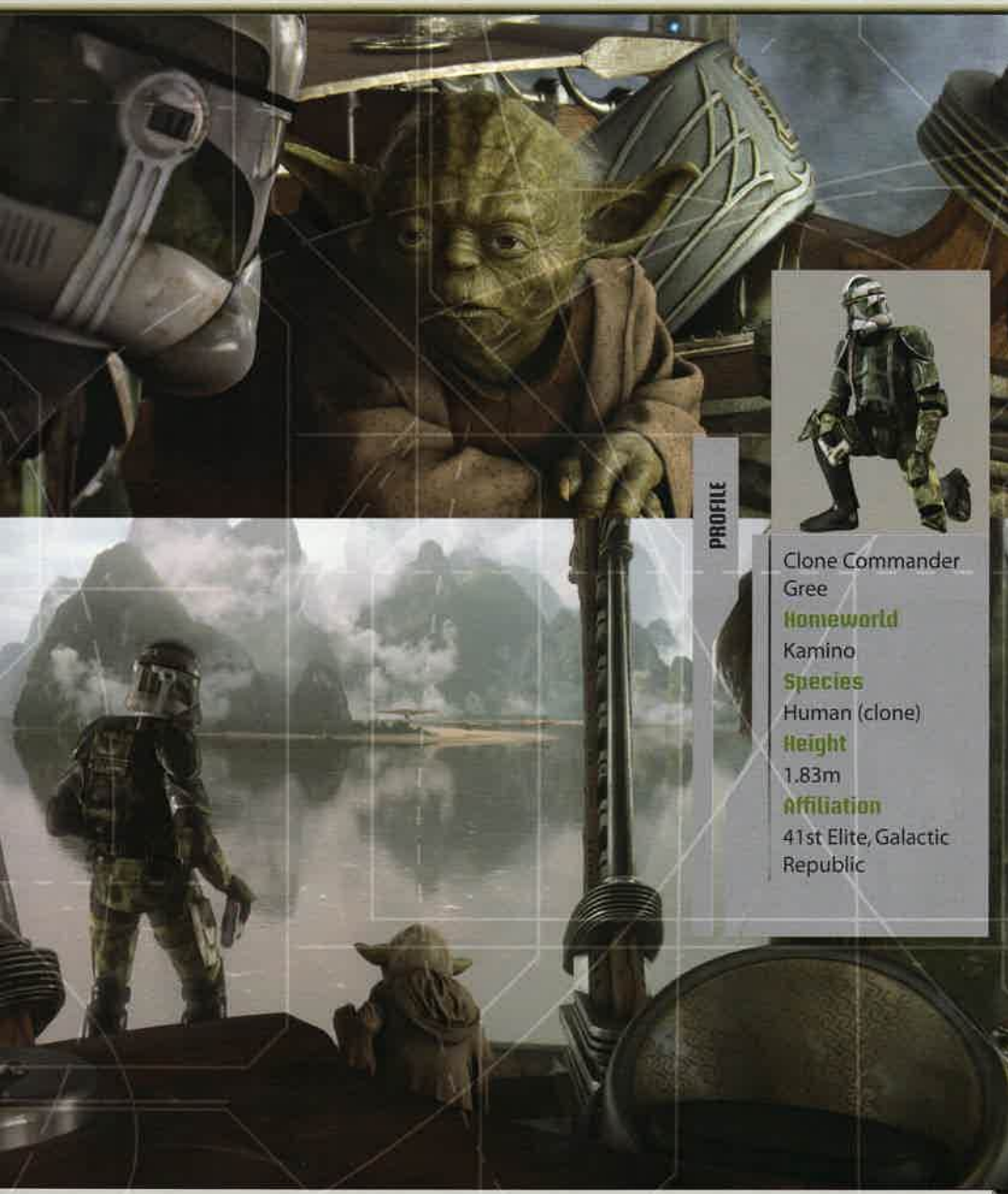
SERVANT OF THE REPUBLIC

Designated CC-1004 on his 'birth' as part of the clone army created on Kamino for the Republic, Gree's individuality was noted and he received special training. A dedicated, loyal soldier he served with distinction until his loyalty was betrayed by the infamous Order 66.

CC-1004 had a lucky escape early in his life. His individuality asserted itself very early, as he made a personal choice to learn more about alien cultures than was taught during the basic education through which all clones went. His near-obsession was discovered but, rather than being removed from training and 'processed', CC-1004 was placed in the new training program instituted by ARC Trooper Alpha-17. This was intended to create a new generation of clone commanders, and it emphasised individuality and independence over blind dedication to the rules and the training manuals. During the training, Alpha-17 gifted each of his first 100 graduates with their own choice of name. CC-1004, calling on his knowledge of obscure alien species and civilisations, picked the name Gree.

Building a Reputation

On graduating from ARC Alpha-17's training, Clone Commander Gree became part of the 9th Assault Corps, a division commanded by Jedi General Luminara Unduli. Though the 9th were known for their offensive abilities, Gree commanded the 41st Elite Corps, a unit that was regularly posted for lengthy patrol duties on alien worlds where they were expected to survive largely unsupported. This meant quickly building constructive and lasting relationships with the local populations. This was an ideal command for Gree. He quickly forged the 41st Elite into the unit of choice for such patrols, winning hearts and minds wherever the 41st were posted. With the active support of native populations, Gree was able to gain intelligence and find opportunities to strike at the enemy that the bullish Separatist armies found hard to counter.



PROFILE

Clone Commander Gree

Homeworld
Kamino

Species
Human (clone)

Height
1.83m

Affiliation
41st Elite, Galactic Republic

The 41st Elite, led by Clone Commander Gree, wore camouflaged armour unique to each world they operated on.

The Fighting 41st

The 41st Elite became acknowledged experts in their field, specialising in recruiting native forces and in countering insurgency on alien worlds. Gree's troops used their vehicle resources to such great effect that their tactical deployment of AT-RTs, BARC speeder bikes and A5 and A6 Juggernauts began to be held up as the standard across the entire Grand Army of the Republic. Unfortunately, all of this meant that the 41st were given some tough postings. On Tibrin, the battle against the well-established CIS presence led to such losses that Gree and many others survivors adopted a double-strip haircut in honour of the fallen.

A year after the Battle of Geonosis, battalions Sarlacc A and Sarlacc B of the 41st were part of a larger force pinned down behind enemy lines on the forest world of Dinlo. Sarlacc A and B took the heaviest casualties before the clones were rescued.

Treachery

In the first year of the war, Gree learned first-hand how the Separatists could influence even those who he had been led to believe were allies. Gree was sent with a rescue team to Rodia, where Senator Padmé Amidala had been

Did You Know...?

Although Clone Commander Gree was first seen in action without his helmet in the 2009 *Clone Wars* cartoon series, during the episode 'Cloak of Darkness', fans first saw his red-dyed hairstyle when the character was released as an action figure in Hasbro's *Star Wars* 30th Anniversary Collection line of toys.

taken hostage. On arrival, the rescuers discovered that Senator Amidala had reversed the situation and captured a major prize – Trade Federation Viceroy Nute Gunray. Gree met with his Jedi General, Master Unduli, together with Green Company of the 41st Elite, and an escort of Senate Commandos. Their leader, Captain Argyus, had been bribed by Count Dooku to rescue Gunray in tandem with Dark Jedi Asajj Ventress. Though Gree fought Argyus and won, he was blindsided by Nute Gunray and knocked unconscious. Gunray escaped.

Fighting On To The End

Commander Gree went to Senator Amidala's rescue a second time, assisting two Jedi in locating the Senator after she was shot down over Christophsis. He worked closely with General Unduli and her colleague Aayla Secura on Alzoc III where Gree's skills as a slicer were put to the test to discover evidence of a Separatist gravity weapon. Wherever Gree and the 41st Elite went, they excelled. This was the case on Kashyyyk, where Gree and his troops accompanied Master Yoda to aid the defence of the Wookiee homeworld. During the Battle of Kashyyyk Gree received Order 66 and, ever loyal, immediately moved to execute Yoda. Gree and his colleague were quickly killed, and Yoda escaped.

RADDAUGH GNASP FLUTTERCRAFT

WOOKIEE PATROL CRAFT

The Wookiee colony moon of Alaris Prime had an ecosystem very similar to that of Kashyyyk. There were several species unique to the moon, including the dangerous Gnasp insects, which gave their name to an ingenious Wookiee vehicle.

The Raddaugh Gnasp fluttercraft was built by the Appazanna Engineering Works of Kashyyyk. The design looked painfully fragile. However, the vehicle was made of incredibly tough and flexible wood from the wroshyr trees, built around a toughened metal skeleton that held the main technological components.

Patrolling the Dark Regions

The fluttercraft's small, simple repulsorlift engine generated lift with a flight ceiling of around 1000 metres, while the two sets of wings – one on top and one in front – meant the machine was remarkably agile, even at its maximum speed of 310km/h. The fluttercraft was made so small and compact because it was originally designed to patrol the intricate, often narrow confines of Kashyyyk's forests, including the dark regions in the lower levels. Fluttercraft were sometimes used as a rescue craft to bring back lone, wounded Wookiees who had fallen or strayed into the dangerous 'notherworld' closer to the forest floor. In such roles, they were unarmed – but all that changed when the Trade Federation invaded Kashyyyk. At that point, they were retrofitted with a rear-firing laser cannon, allowing them to act as light support aircraft in the Battle of Kashyyyk. Though the Wookiees were initially successful in driving off the Trade Federation, subsequent assaults by the Empire resulted in the occupation of Kashyyyk and the enslavement of the Wookiees.

Raddaugh Gnasp Fluttercraft PROFILE

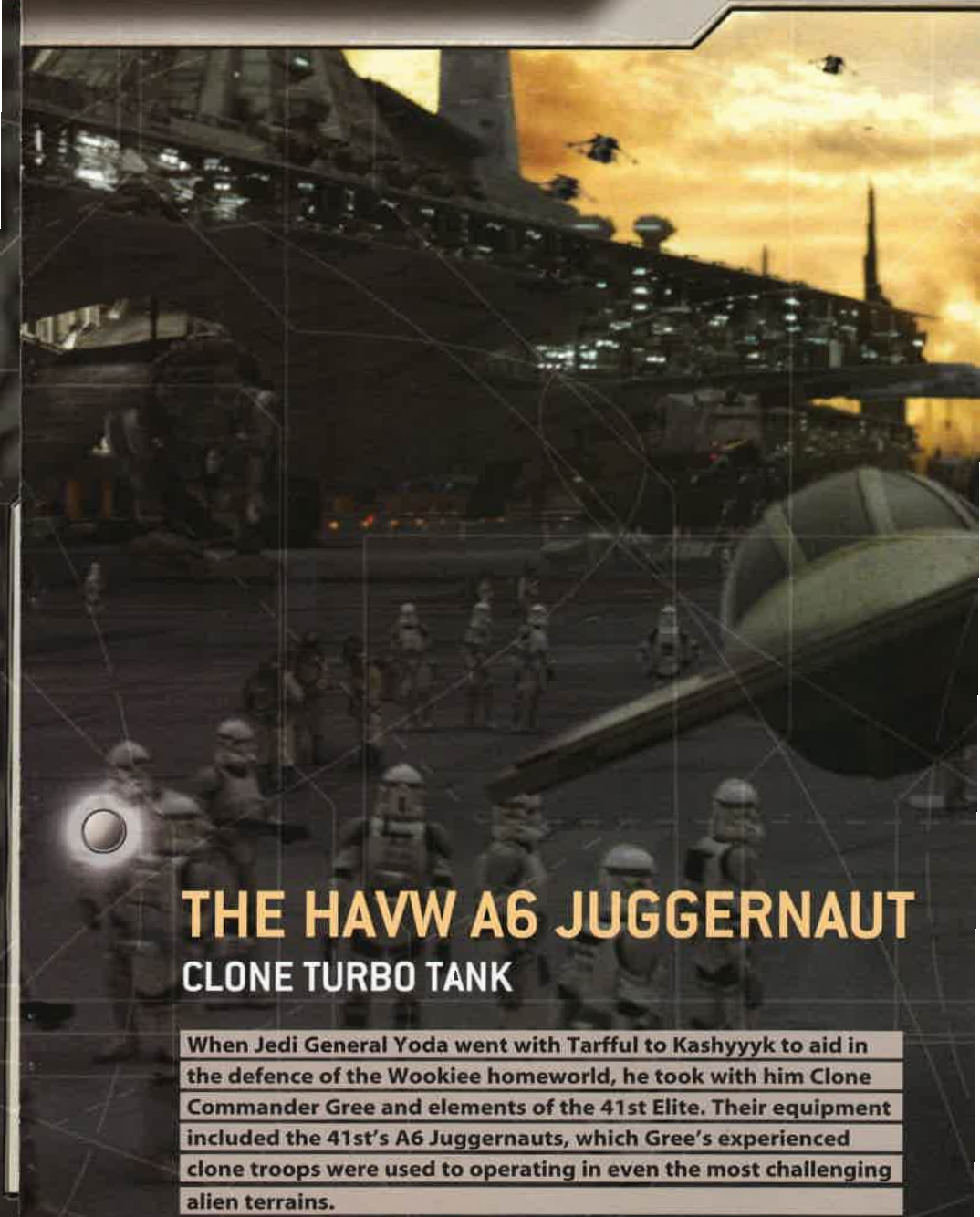
Type
Wookiee patrol airspeeder

Manufacturer
Appazanna Engineering Works

Length
7m

Weapons
Laser cannon (retrofitted)

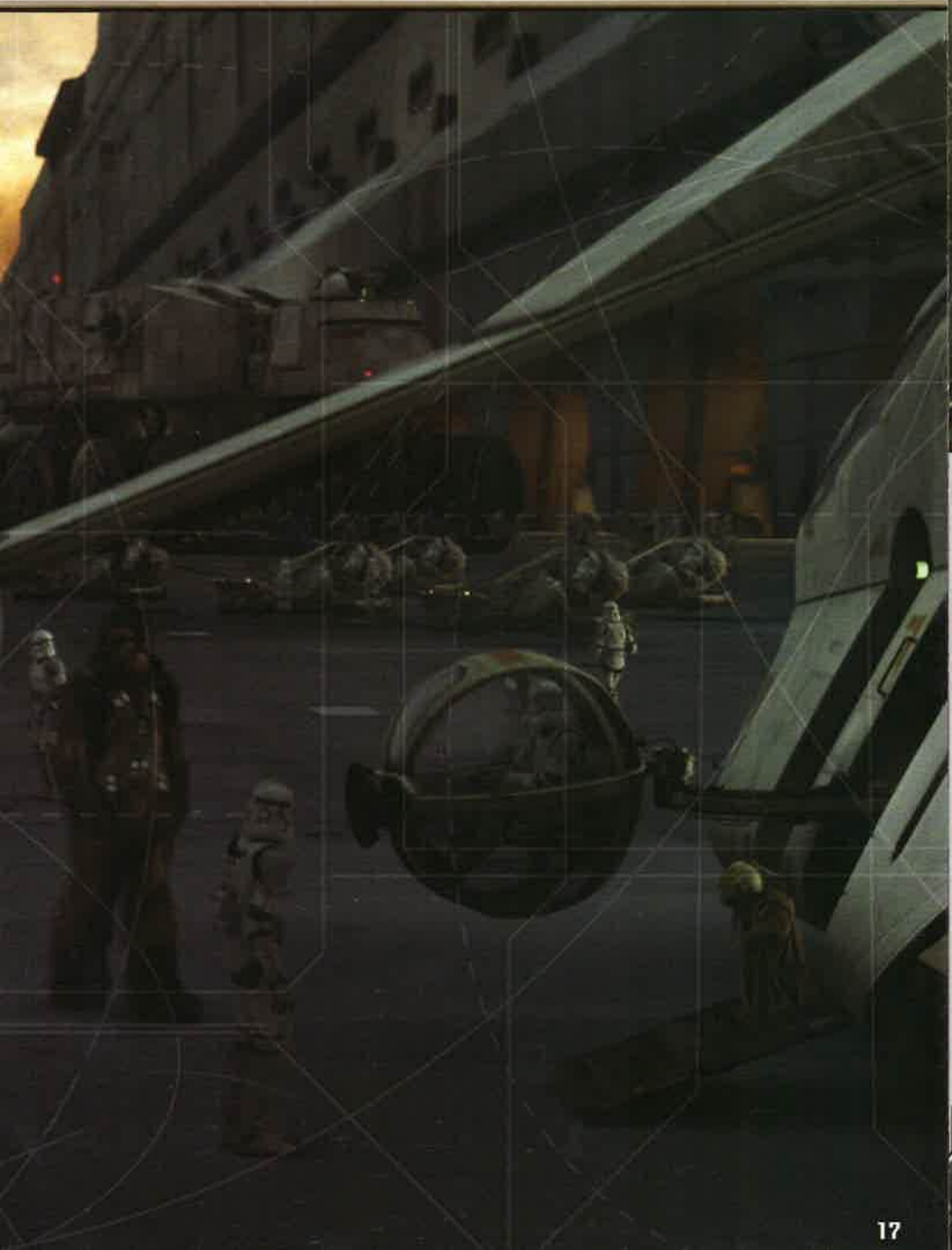
Affiliation
Wookiee



THE HAVW A6 JUGGERNAUT

CLONE TURBO TANK

When Jedi General Yoda went with Tarfful to Kashyyyk to aid in the defence of the Wookiee homeworld, he took with him Clone Commander Gree and elements of the 41st Elite. Their equipment included the 41st's A6 Juggernauts, which Gree's experienced clone troops were used to operating in even the most challenging alien terrains.



HAVW HEAVY ASSAULT VEHICLE WHEELED A6 JUGGERNAUT

Type
Wheeled Heavy Assault Vehicle/Troop Transport

Manufacturer
Kuat Drive Yards

Size
49.4m long, 19.6m wide, 30.4m high

Maximum Speed
160km/h

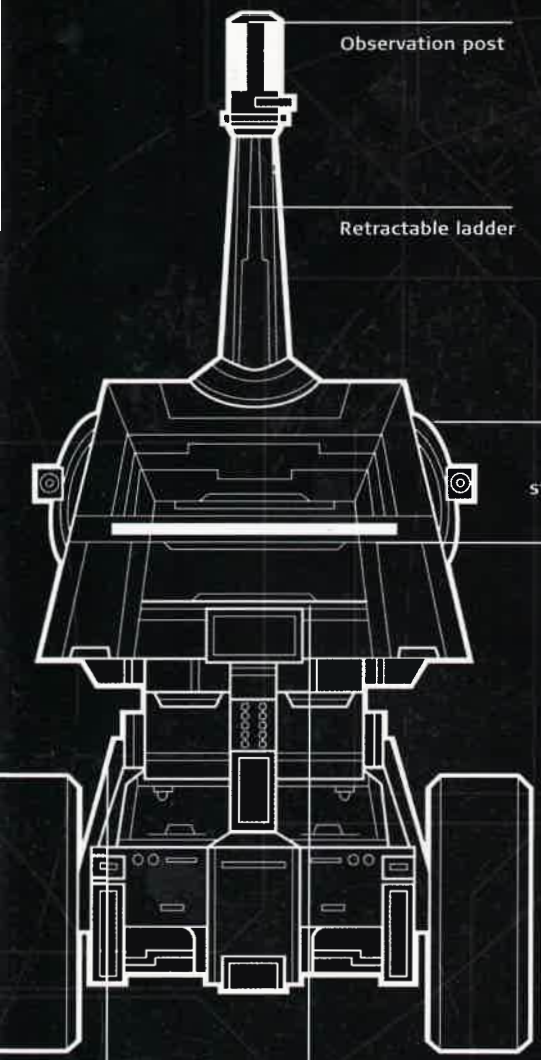
Range
Fuel for 30,000km, 20 days provisions (crew)

Weapons
1x heavy laser turret, 1x rapid-repeating heavy laser cannon, 2x medium anti-personnel laser cannon, 2x twin blaster cannon, 2x rocket/grenade launchers (variable payload, maximum range 30km)

Crew
12 (2 after automation), 8x gunner

Passengers
Between 50 and 300 depending on interior configuration

Affiliation
Galactic Republic, Galactic Empire


Observation post
Retractable ladder
Rapid-repeating heavy laser cannon. Inside: stairwells leading down to rear deployment hatch.
Armoured transparisteel viewport
Steering pinion
Twin anti-personnel blaster cannons

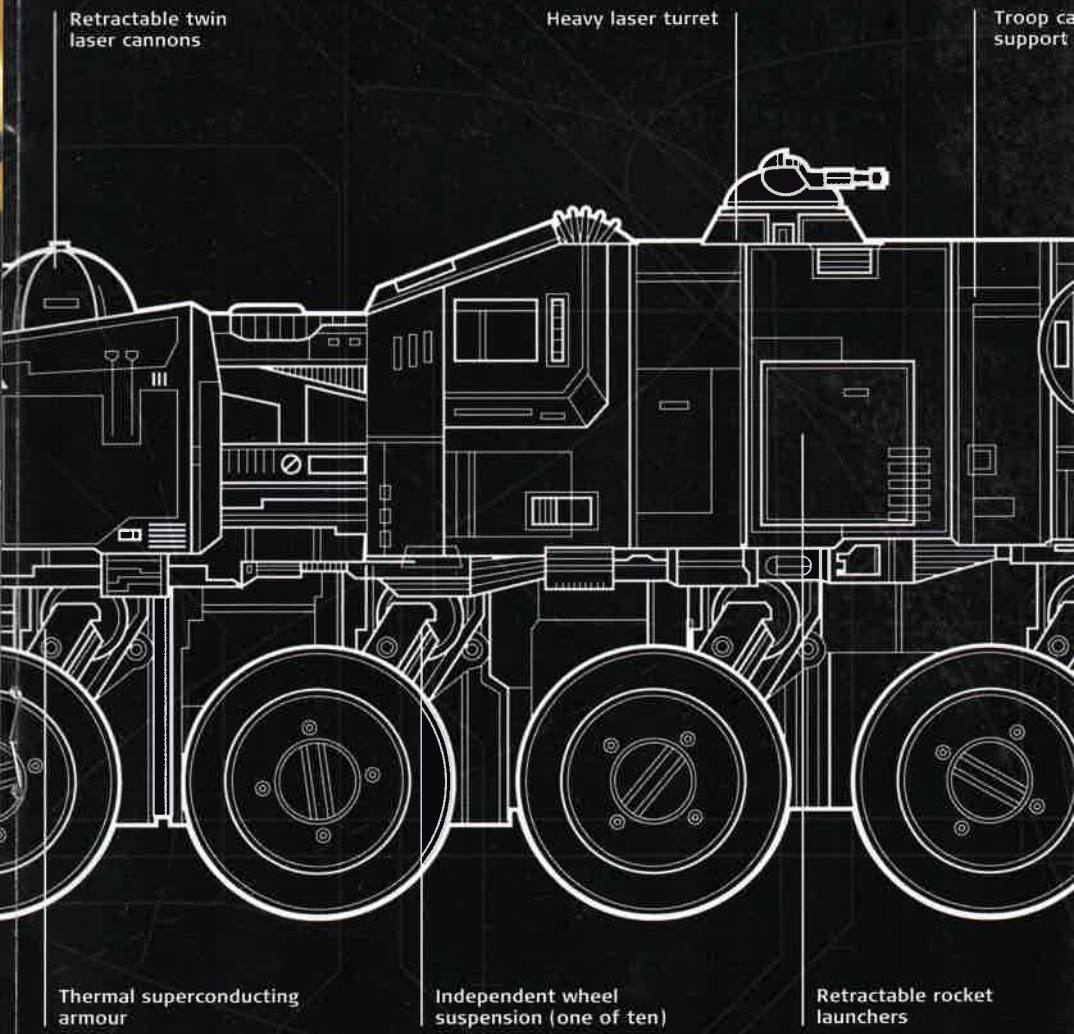
Cockpit drivers and comma had obse here

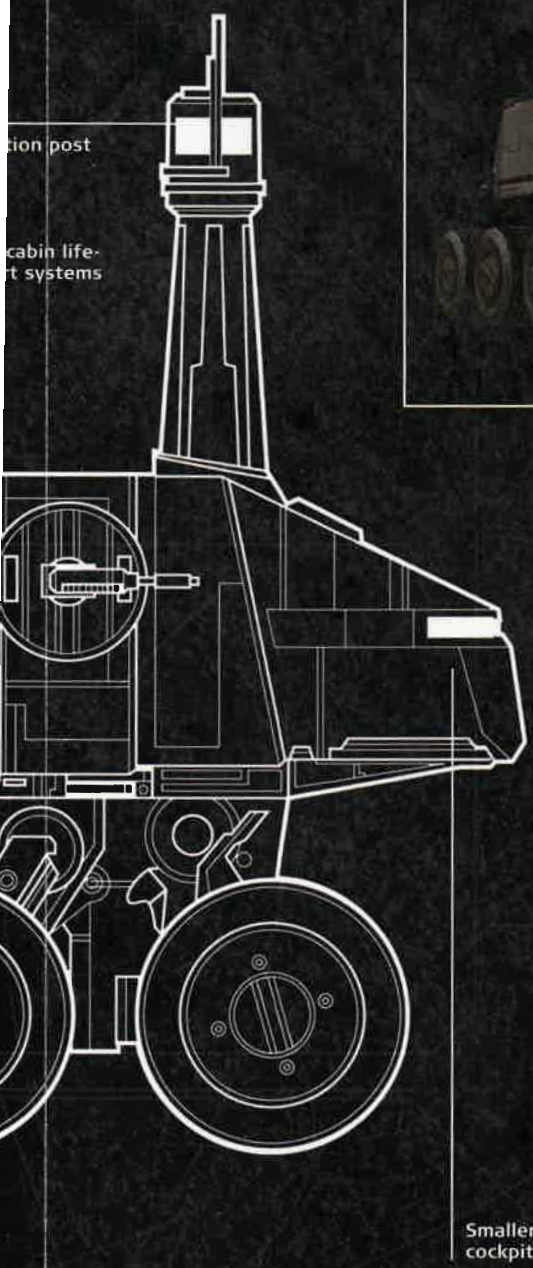
The larger surface area of the wheels went some way to preventing the A6 from sinking in soft terrain, though its weight remained an issue.

kpit where two
ers, the navigator
wo gunners sat. The
nanding officer also
ccess to the upper
e vation hatch from

Though it can turn on a tight radius, cornering the Juggernaut is agonizingly slow, which is why it was designed with twin cockpits.

Observatio





Dangerous posting

Sprouting from the top of both the A6 Juggernaut and the earlier A5 was the rather incongruous spotter's tower. With so much jamming and counter-jamming going on across the battlefield, having a living spotter could sometimes mean being able to recognise and neutralise a threat before it could fire – or be driven into. Unfortunately, spotters were prime targets for snipers, so the duty wasn't a popular one.

TARFFUL

WOOKIEE CHIEFTAIN

Chieftain of the Kachirho city settlement on Kashyyyk's Wawaatt Archipelago, Tarfful was a brilliant and dedicated leader. Unwilling to sit back and let others dirty their claws for him, Tarfful sometimes risked too much for his people, although he never saw it that way.

By the time of the Clone Wars, Tarfful had already been leading the Kachirho community for around 100 years. It was a more exposed settlement than most, as the majority of the home trees were close to the water. Unfortunately, the openness of the area made the Wawaatt Archipelago, and Kachirho in particular, an ideal insertion spot for the Separatist invasion forces. Fortunately, despite being essentially a politician, Tarfful could never be accused of having gone soft. He was a hunter, born and bred, and he also had a daily regime of exercise that would have put many Wookiee warriors to shame.

Powerful Friends

Kachirho city was the base for the influential Claatuvac Guild, whose secret hyperspace navigation data was held in a vault in Tree Vikkilynn in the city.

As a result of the presence of the Guild, Tarfful had been in contact with a number of powerful individuals to whom the secret was entrusted. One of these was Jedi Grand Master Yoda. It was to Yoda that Tarfful turned when his world was troubled by increased Separatist activity. He travelled to Coruscant to bring Yoda and the 41st Elite to Kachirho in time to repel the Separatists at the Battle of Kashyyyk. Ever the realist, Tarfful was no general. He did know his people's strengths, however, so worked closely with Yoda and Masters Luminara Unduli and Quinlan Vos to organise the defence of the Wawaatt Archipelago. Along with his old friend Chewbacca, Tarfful stood with Yoda during the Battle of Kashyyyk, and was able to help him escape the planet when Order 66 was broadcast.

PROFILE

Tarfful

Homeworld

Kashyyyk

Species

Wookiee

Gender

Male

Height

2.34m

Weapons

Long-barrelled Wookiee rifle

Rescuing Tarfful

Before the Battle of Kashyyyk, Tarfful had already seen how effective elite clone troops could be. The chieftain was captured by Trandoshan slavers who were working with the Separatists. He was rescued by Delta Squad, a four-man unit of Republic commandos attached to a special operations section of the Republic forces. Tarfful saw the actions of the clones after Order 66 as a massive betrayal on their part, and was merciless as a result.

KASHYYYK

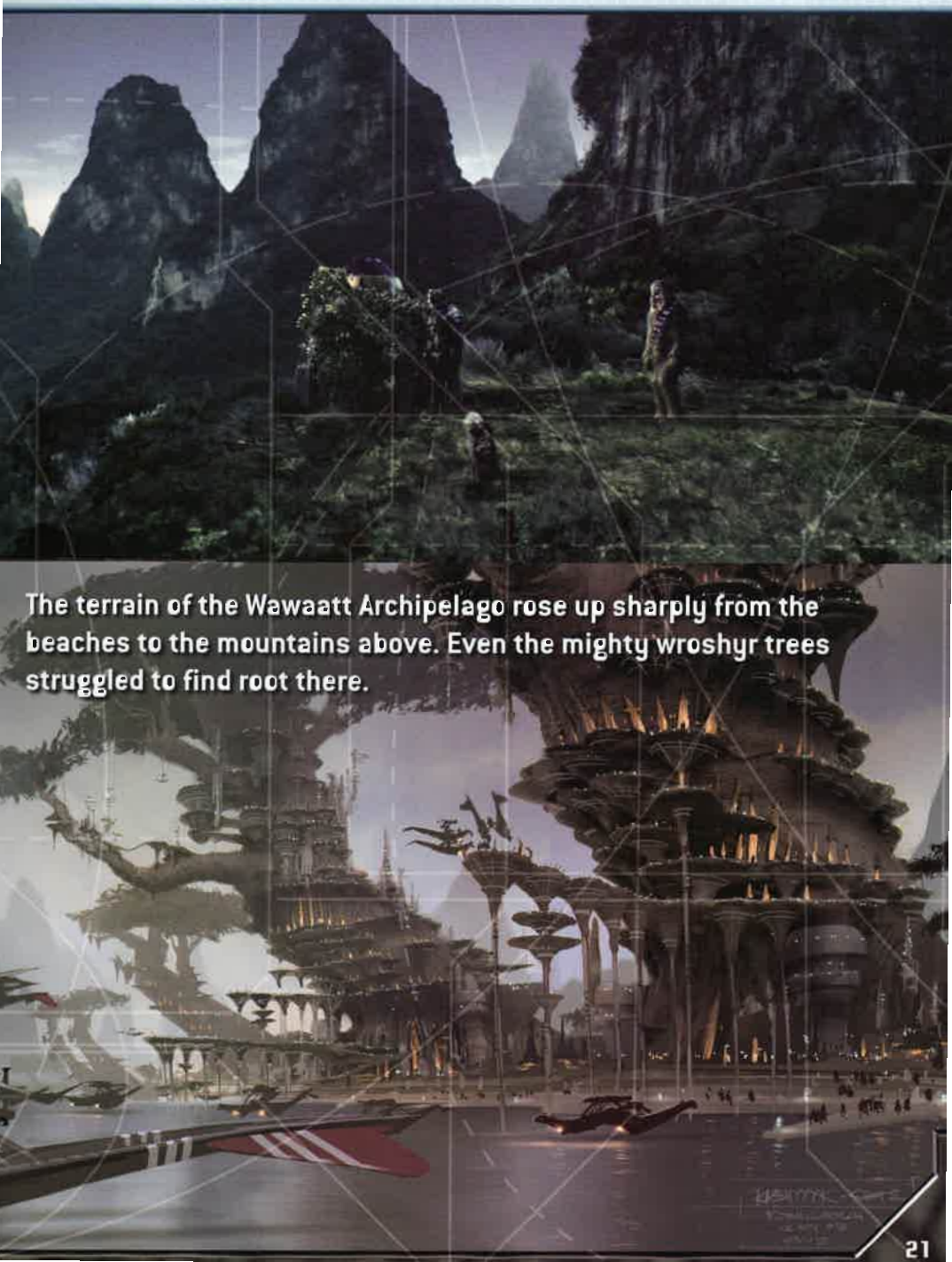
THE WAWAATT ARCHIPELAGO

On Kashyyyk, breaks in the otherwise all-enshrouding canopy of wroshyr trees were rare. One of the exceptions was the area surrounding the vast lakes and beaches of the Wawaatt Archipelago, a chain of small, mountainous islands that became the location for the Battle of Kashyyyk.

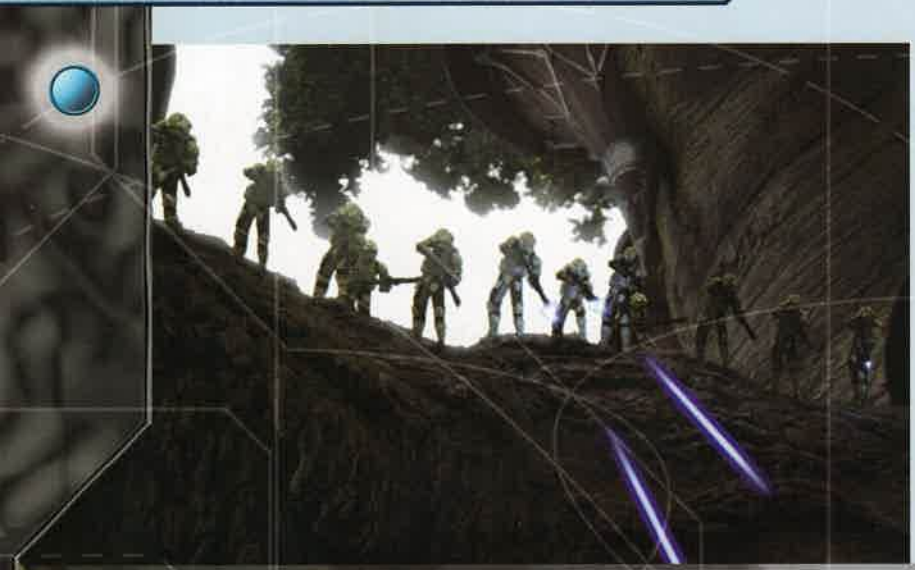
During the Clone Wars, the Trade Federation, a member of the Confederacy of Independent Systems, struggled to find a suitable insertion point on Kashyyyk from which to launch an invasion. For many years, Trandoshan slavers – allies of the CIS – had raided the Wookiee homeworld for slaves. The Trandoshans had been able to take advantage of improvised landing pads or small clearings, but these were useless to the hulking Trade Federation landing craft. In the end, the would-be invaders were able to begin a slow build-up of troops in the Wawaatt Archipelago, taking advantage of the occasional areas of open land where the wroshyr trees had failed to find soil strong enough and deep enough to take their considerable weight.

Invasion!

The Wookiee woodsmith Tarkov and his son Jaccoba were hunting grantaloupe when they discovered an attack group of Trade Federation MTTs idling under camouflage. Although father and son escaped and raised the alarm, the Trade Federation made their move. Wawaatt's islands were home to a number of Wookiee settlements. The main city was Kachirho, then came Warralokk, Grunnrurr and Rowrakruk – all similar in size – followed by the much smaller Kahiyuk. Soon, all the Wawaatt settlements but Kachirho had been captured. Early on, the hard-pressed Republic had chosen the city as the place to make a stand, although they had also sent some reinforcements to the outlying communities. The commando groups and Wookiees had worked together to harass the CIS forces, as well as to gather intelligence on their strengths. Meanwhile, after chieftain Tarfful had spread the news about the CIS invasion, Wookiee warriors from all across Kashyyyk had travelled great distances to join in the defence of their world. Kachirho was too important to lose to the invaders.



The terrain of the Wawaatt Archipelago rose up sharply from the beaches to the mountains above. Even the mighty wroshyr trees struggled to find root there.



The brave Captain Merumeru led the Wookiee warriors on the beach at Kachirho.

Did You Know...?

After the Galactic Empire captured Kashyyyk and enslaved the Wookiees, Grand Moff Tarkin established an internment camp in Kachirho. He hoped to use it to house captured Wookiees bound for the construction site of the first Death Star. Though many Wookiees were captured, it was only around half of the 400,000 that Tarkin had sought.

Kachirho

The Wookiee city of Kachirho rested on the shores of a large freshwater lagoon. The city itself was based around a number of tree communities living inside, around and outside their giant wroshyrs. There were two principal wroshyr trees – Vikkilynn and Kachirho, the tree that gave the city its name. The tropical wroshyrs that made up Kachirho city were smaller than those found inland, but were nonetheless impressive. The wroshyr known as Tree Kachirho was the centre of administration for the city, and was 300 metres high. It was there that Chieftain Tarfful lived and worked. Up in a meeting room projecting out from the trunk of the tree, high above the lagoon beach, Master Yoda had his command post before and during the Battle of Kashyyyk.

Kachirho's Secret

Though Tree Kachirho was important to the city, it was Tree Vikkilynn that was the reason behind the Trade Federation targeting the Wawaatt Archipelago with such determination. Tree Vikkilynn was home to the Claatuvac Guild and their Master Navigators' store of invaluable data. Included on the Wookiee-developed fast-access HoloGrids were details of many otherwise long-lost hyperspace routes that the Trade Federation and the CIS hoped to use to dominate the galaxy – both militarily and economically through faster trade routes. It was these secrets, and the Wookiees' right to hold them, that Master Yoda sought to protect – along with the freedom of the Wookiee people. While the Battle of Kashyyyk raged outside, the Guild's Master Navigators and technicians divided up the information, passing it on in separate data chips to a number of Wookiees, including Chewbacca, long-time friend of Chieftain Tarfful.

DARTH VADER'S ARMOUR

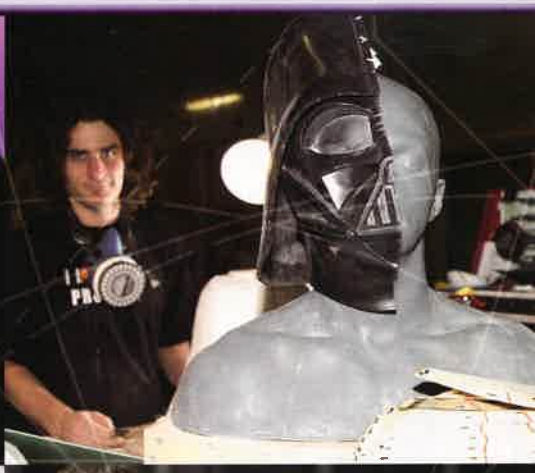
MAKING THE MYTH

Following a moment of improvisation by concept artist Ralph McQuarrie in the early 1970s, the look of Darth Vader was set in stone – an ominous figure in black armour, whose laboured and mechanical breathing would herald the arrival of the Emperor's foremost agent.

The epic duel between Obi-Wan Kenobi and Darth Vader, formerly Anakin Skywalker, in *Revenge of the Sith* finally allowed *Star Wars* fans to see why Vader wore the life-supporting armour that had stalked their nightmares for 35 years. His right arm already lost to Count Dooku, Vader lost his legs and left arm to Kenobi, and was then horribly maimed and scarred by the fires of Mustafar. Barely alive, with only his hate to sustain him, he was sealed forever in the black armour. Only in his sealed hyperbaric meditation chambers could Vader risk removing his helmet for even a short time.

Sith Alchemy

The armoured suit was based on Sith armour of the distant past, and some of Palpatine's own Sith alchemy was used in its construction. The suit was uncomfortable and restrictive for Vader, though it boosted his physical strength. It was armoured throughout – even the cape was of armourweave to offer Darth Vader further protection. The gloves could deflect blaster bolts and the body suit included blast-dampening padding. The life support systems meant that Vader wasn't restricted to a bulky hover chair. However, it isolated Vader from the world around him and he was never without pain. He hated the suit.



Did You Know...?

For Episode III, when Hayden Christiansen was to portray Vader being sealed in his armour for the first time, an entirely new suit of the iconic armour was built by the Costume Department. This included interior detailing for the faceplate of the mask, created by ILM modelmaker Don Bies and, for the first time, a completely symmetrical helmet made by Costume Props Supervisor Ivo Coveney.

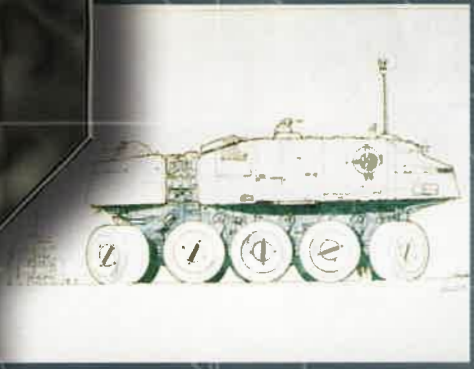
Origins

George Lucas originally intended that Darth Vader would be armoured except for his face, which was to be covered by a black silk scarf. The armour was to reflect the samurai aesthetic that Lucas had seen in the films of Akira Kurosawa. Concept artist Ralph McQuarrie added the helmet for one now-famous production painting because the script said that Vader had moved through the vacuum of space to reach a Rebel ship – McQuarrie figured he'd need a helmet and breathing gear to do that. The rest is history! For Episode IV, the suit was built by costume designer John Mollo using a number of items from London costume company Bermans & Nathans. The mask was handmade from fibreglass, with the original being distinctly asymmetrical. The results couldn't be argued with, however – not that anyone would argue with a Sith Lord.

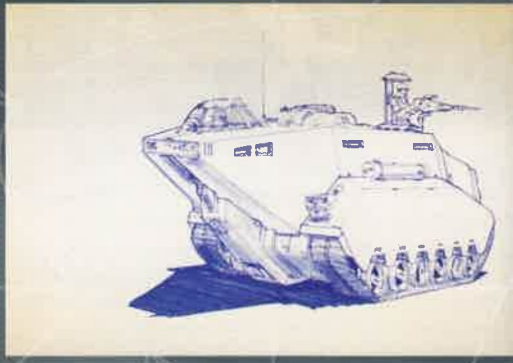
THE HAVW A6 JUGGERNAUT

CREATING THE TURBO TANK

GENESIS OF THE JUGGERNAUT



1 One of Joe Johnston's concept sketches for the tanks he envisaged for the Battle of Hoth – 10-wheeled giants covered in weapons and bearing a small crow's-nest.

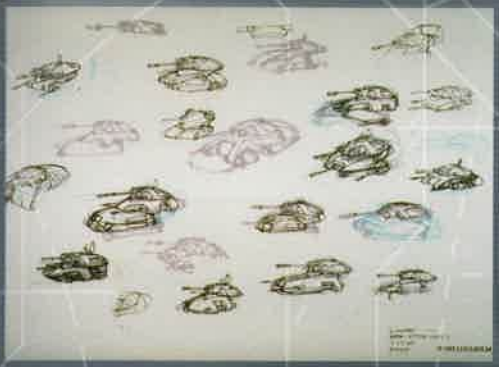


2 Another early Johnston sketch. These original concepts were abandoned when the AT-AT walkers replaced wheeled or tracked tanks in the snow battle in *The Empire Strikes Back*.

5 To link the prequels with the original trilogy, George Lucas had his designers revisit many of the old sketches from Episodes IV to VI.

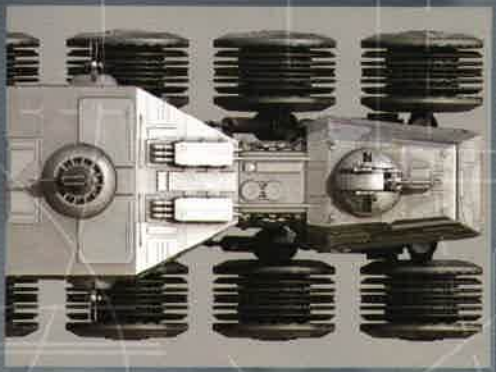
6 The Juggernaut that had appeared in West End Games' publications and video games was far smaller than the one in Episode III.

The Expanded Universe has only rarely had a direct influence on the *Star Wars* films. One exception to this was the Juggernaut, or turbo tank, which was resurrected from old sketches developed for the *Star Wars* role-playing game by West End Games – one of the main producers of EU content for many years.

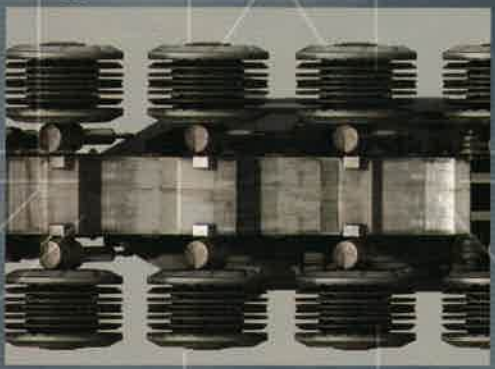


3 There had been a substantial amount of tinkering with tank ideas. The design sketches were to lay unused for a decade before new life was breathed into them.

4 West End Games used a number of early production designs from the *Star Wars* trilogy in its role-playing game, naming the multi-wheeled giant the Juggernaut.



7 It was decided that the Juggernaut from Episode III (here seen from above) was the A6 and the smaller Expanded Universe model was the A5.



8 The A6 version of the Juggernaut is also far more heavily armoured than the A5 as can be seen in this view of the underside of the tank.

DID YOU KNOW?

1 Where did the Juggernaut first appear?

2 Who played the part of Tarfful?

3 What did Peter Mayhew like particularly about playing Chewbacca again for Episode III?

ANSWERS:

1. The Juggernaut was rescued from anonymity by West End Games 10 years after Joe Johnston had first sketched the tank during the development of Episode V: *The Empire Strikes Back*.

2. Tarfful was played by Michael Klingma, a pro basketball player from Sydney, Australia.

3. Peter Mayhew was particularly impressed by the water-cooling systems built into the Wookiee suits used in Episode III – something he would have liked to have had while filming the original *Star Wars* all those years before.

R

R5-D4

Droid
Episode IV

The R5 line of astromechs was not known for reliability, so it was no great surprise when R5-D4 malfunctioned just after the Jawas sold it to Owen Lars. In fact, it had been sabotaged by R2-D2, who had been told to use any means to deliver the Death Star plans to Obi-Wan Kenobi. A Squib trader later bought the repaired droid just before the sandcrawler was attacked by stormtroopers. Eventually, R5-D4 was bought by Rebel Alliance historian Voren Na'al, who used the droid to spy on the Imperials in Mos Eisley.

Ralter, Dack

Character
Episode V

Dack was born into virtual slavery in the Imperial labour colony on Kalist VI. His parents' stories of the Old Republic and his own dreams kept him going through a brutal early life. When he was 17, Dack met a prisoner called Breg – a former Rebel pilot who had kept his past hidden from the Imperials. The two plotted an escape, but Breg was mortally wounded as they stole an Imperial prison barge. He talked Dack through the take-off, but was unconscious for the landing at a Rebel base on Tierfon and later died. Dack was trained as a pilot, showing great natural ability. He joined Rogue Group, under Luke Skywalker, and served in a number of missions. At Echo Base Hoth, he was assigned as Luke's gunner for the snowspeeder battle against the AT-AT walkers. He was killed instantly when Luke's snowspeeder took a direct hit.

Rancor

Creature
Episode VI

The planet of origin of the rancor reptomammals is a matter of some debate, but most xenobiologists agree that they probably came from the planet Dathomir. Part of the problem in studying rancor is that they are hugely aggressive carnivores with voracious appetites. They were particularly sought by crime lords, including Jabba Desilijic Tiure, who kept one under his throne room in his palace on Tatooine. The semi-sentient rancor of Dathomir were used as domesticated mounts by the Nightsisters and it is likely that any seeking to domesticate rancor needed to be Force-sensitive, as the Nightsisters were.

Raxus Prime

Location
Expanded Universe

Once, long ago, Raxus Prime was a beautiful world – one of three capital worlds of the Kingdom of Cron. From around 1100 years before the fall of the Old Republic, crude production facilities had begun to choke the world. Soon, it became a junkyard for the galaxy, and the once-beautiful surface vanished beneath mountains of refuse and lakes of toxic run-off. The Corporate Alliance and the Commerce Guild had extensive operations on Raxus Prime. Count Dooku had a fortress there, and it was on Raxus Prime that the concept of the Confederacy of Independent Systems was born.

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